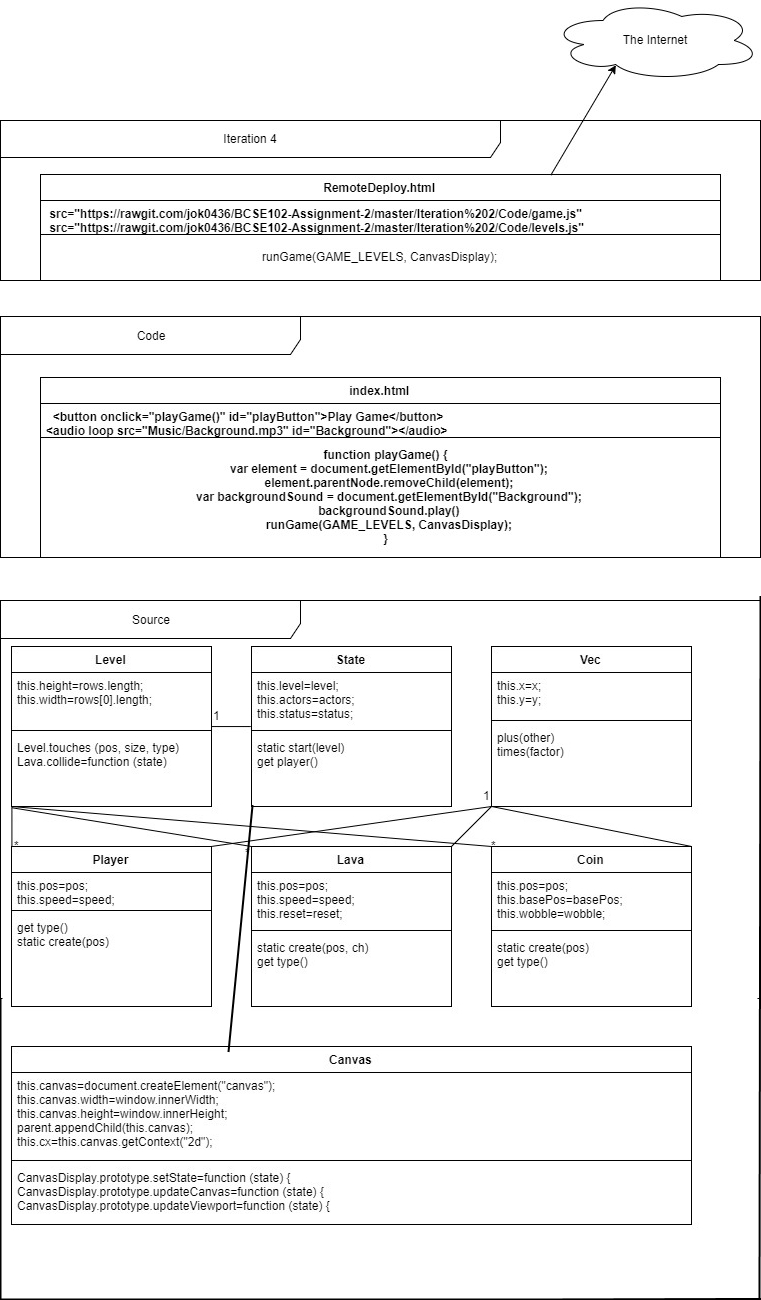
Iteration: 4

UML Diagram 1: Class Diagram of Current Code



UML Diagram 2: Package Diagram of Current Code

A screenshot of a cell phone

Description generated with high confidence

Iteration Work Plan:

* The Goal of The Iteration
  + Comment and Properly Separate Code
  + Lives
  + Background animation
  + A theme for the game relevant to the Christchurch rebuild. (a saying, a person, an identifiable place)
  + Uses images derived from the Christchurch Rebuild.
* The Planned Tasks in Sequence [Planning, Analysis, Design,

Coding, Testing]

* + Comment Code – A
  + Add Lives – B
  + Animate Background – C
  + Add Game Theme (Using Christchurch Rebuild Images) – D
* A Time Estimate for Each Task [30 Minute Blocks]
  + A – 120 Minutes
  + B – 60 Minutes
  + C – 30 Minutes
  + D - 30 Minutes
* The Planned ‘Product’ Of Each Task
  + Code is properly separated and commented - A
  + Player will lose the game if they run out of lives - B
  + Background is animated - C
  + Game has a Christchurch rebuild theme - D
* A Record of The Actual Time Each Task Took

**PLANNING A COMPLEX ALGORITHM**

**DESIGN THE ROUTINE**

CHECK PREREQUISITES

Define the problem

Information the routine will hide

Inputs to the routine

Outputs from the routine

Pre-conditions

Post-conditions

Name the Routine

Decide how to test the routine

Research functionality available in standard libraries

Think about error handling

Think about efficiency

Research algorithms & data types

**WRITE PSEUDOCODE**

1. Think about the data
2. Check the pseudocode
3. Try ideas in pseudocode

**CODE THE ROUTINE**

1. Write the declaration
2. Turn pseudocode into comments
3. Fill in code below comments
4. Check if code can be factored

**CHECK THE CODE**

1. Mentally check for errors
2. Step through in Debugger
3. Test the code
4. Remove errors in the code
5. Clean up

A plan for how the program feature you are working on will work [UML dynamic diagram, story-boards, wireframe, pseudocode]:

POST CODE COMPLETION>>>>>

A report showing nil style defects in your code according to JavaScript Standard Style https://standardjs.com/index.html:

Mistakes were made! A description and analysis of the mistakes made in the iteration:

Lessons were learned? A plan for doing ONE thing differently in the next iteration: